Built in cheats

Built in cheats
by **SCHUMI4EVER** » Sat Apr 05, 2008 7:42 am

True, but I have never had a problem with VBA aside from maybe one or 2 codes not working or glitching/freezing the game (It was a complete mystery to me as why their was such an active forum subsection on it over at Ngemu). 99% of the time everything has worked perfectly and it's done exactly what I asked of it and more. In fact the there's probably only about 2 or 3 games which I have had a problem with (but I am certain it's due to the cheats I used), like Breath of Fire 2 which freezes when the one fortress is supposed to explode (as I said it's most likely due to codes though) and one or 2 others I can't remember now. All the cheats work about 95% of the time, but this aint neccessarily VBA's fault either.

So yeah I have always been 100% happy with VBA, even already with all of Forgotten's builds aside from maybe the first 2 which still had a few incompatibilities. The only thing which I would still like to see is this built-in cheat database to remove that last little hassle of finding and entering cheats myself (what can I say...I am lazy [img] <fileStore.core_Emoticons>/emoticons/laugh.png[/img]/emoticons/laugh@2x.png 2x" width="20" height="20" />)

SCHUMI4EVER
Member

Posts: 109
Joined: Tue Mar 18, 2008 6:48 pm

Built in cheats
by **Squall Leonhart** » Sat Apr 05, 2008 2:11 pm

i've been unable to get ANY firered cheats working on my particular rom..... its strange.

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

Built in cheats
by **SCHUMI4EVER** » Sat Apr 05, 2008 6:26 pm

I never had any problems with that game...

All I have had is either a certain set of codes not working (like Gameshark) but then the Codebreaker or Action Replay codes always would work, or those where the code just changes so much that leaving it on at certain points freezes/glitches the game. For instance the wild Pokemon modifiers in Emerald, after those every Pokemon was that pokemon the cheat brought about till you disabled cheats and actually saved the game propperly and then reset it and loaded the game from it's save, not the savestate.

SCHUMI4EVER
Member

Posts: 109
Joined: Tue Mar 18, 2008 6:48 pm

Built in cheats
by **ZachBacon** » Sat Apr 05, 2008 10:10 pm

Anyways for the Cheat Database I am going to start a thread in the Cheat forum if Squall be kind enough to set MasterPhW, dualscreenman (if he wants to help out) and Me as Moderators we can start the file and start discussing how the format of the file is and start working [img] <fileStore.core_Emoticons>/emoticons/smile.png[/img]/emoticons/smile@2x.png 2x" width="20" height="20" />

ZachBacon
Member

Posts: 236
Joined: Tue Mar 27, 2018 9:35 pm

Built in cheats
by **Squall Leonhart** » Mon Apr 07, 2008 8:37 am

I suggest we build the cheat database in the same manner as PJ64's, (format that is) so we have it like this

Â

Have

- Hammer
- Bow

Â

and

Â

Infinite

- HP
- MP

Â

in the end this will result in VBA's cheat manager condensing multiple codes for the 1 cheat into 1 item in the list.

Â

Mudlord can be the one to decide on how cheats will be detected properly, CRC, and MD5 and that shiz is his area of expertise.

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

Built in cheats
by **ZachBacon** » Mon Apr 07, 2008 1:29 pm

hmm yes but we still need start the project for such a function and since mudlord and spacy are quite busy with College stuff atm (very much going to be me again as I am going back to college) we need to get a good head start on the file, I'll take a look at the Project64 cht file and see if I can come up with some ideas and possibly if we can find a way to convert the GS and Pro Action Replay codes into a one liner code [img] <fileStore.core_Emoticons>/emoticons/tongue.png[/img]/emoticons/tongue@2x.png 2x" width="20" height="20" />

ZachBacon
Member

Posts: 236
Joined: Tue Mar 27, 2018 9:35 pm

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